Plan

• Introduction

• Overview of the semester

• Administrivia

• Iterated Function Systems (fractals)
Team

• Lecturers
  – Frédo Durand
  – Barb Cutler

• Course secretary
  – Bryt Bradley
Why Computer Graphics?

• Movies
• Games
• CAD-CAM
• Simulation
• Virtual reality
• Visualization
• Medical imaging
What you will learn in 6.837

• Fundamentals of computer graphics algorithms
• Able to implement most applications just shown
• Understand how graphics APIs and the graphics hardware work
What you will NOT learn

• Software packages
  – CAD-CAM
  – Photoshop and other painting tools
• Artistic skills
• Game design
• Graphics API
  – Although you will be exposed to OpenGL
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Overview of the semester

• Ray Tracing
  – Quiz 1

• Animation, modeling, IBMR
  – Choice of final project

• Rendering pipeline
  – Quiz 2

• Advanced topics
Ray Casting

• For every pixel
  construct a ray from the eye
  – For every object in the scene
    • Find intersection with the ray
    • Keep if closest
Ray Casting

- For every pixel construct a ray from the eye
  - For every object in the scene
    - Find intersection with the ray
    - Keep if closest
Ray Tracing

- Shade (interaction of light and material)
- Secondary rays (shadows, reflection, refraction)
Ray Tracing

- Original Ray-traced image by Whitted
- Image computed using the Dali ray tracer by Henrik Wann Jensen
- Environment map by Paul Debevec

Image removed due to copyright considerations.

Image removed due to copyright considerations.
Overview of the semester

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Animation: Keyframing

Squash & Stretch in Luxo Jr.'s Hop

Image adapted from:
Particle system (PDE)

- Animation
  - Keyframing and interpolation
  - Simulation

Images removed due to copyright considerations.
Rigid body dynamics

- Simulate all external forces and torques
Modeling

- Curved surfaces
- Subdivision surfaces

Images removed due to copyright considerations.
Image-based Rendering

- Use images as inputs and representation
- E.g. Image-based modeling and photo editing
  Boh, Chen, Dorsey and Durand 2001

Input image  New viewpoint  Relighting
Overview of the semester

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  – Quiz 2

• Advanced topics
The Rendering Pipeline

Ray Casting
• For each pixel
  – For each object

Send pixels to the scene

Rendering Pipeline
• For each triangle
  – For each projected pixel

Project scene to the pixels
The Rendering Pipeline

• Transformations

• Clipping

• Rasterization

• Visibility
Overview of the semester

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  – Quiz 2
• Advanced topics
Textures and shading

For more info on the computer artwork of Jeremy Birn see [http://www.3drenderer.com/jbirn/productions.html](http://www.3drenderer.com/jbirn/productions.html)

At what point do things start looking real?

For further details, visit us at www.assignmentpedia.com or email us at assignments@assignmentpedia.com or call us at +1 520 8371215

Courtesy of Jeremy Birn. Used with permission.
shadows

Image removed due to copyright considerations.

Image removed due to copyright considerations.
Traditional Ray Tracing

Image removed due to copyright considerations.
Ray Tracing+soft shadows

Image removed due to copyright considerations.
Ray Tracing+caustics

Image removed due to copyright considerations.
Global Illumination

Image removed due to copyright considerations.
Antialiasing

Overview

 Courtesy of Leonard McMillan, Computer Science at the University of North Carolina in Chapel Hill. Used with permission.
Questions?
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Administrivia

• Web:
  http://graphics.csail.mit.edu/classes/6.837/F03/
• Lectures
  – Slides will be online
• Office hours
  – Posted on the web
• Review sessions
  – C++, linear algebra
Prerequisites

• Not enforced
• 18.06 Linear Algebra
  – Simple linear algebra, vectors, matrices, basis, solving systems of equations, inversion
• 6.046J Algorithms
  – Orders of growth, bounds, sorting, trees
• C++
  – All assignments are in C++
  – Review/introductory session Monday
Grading policy

• **Assignments:** 40%
  – Must be completed individually
  – No late policy. Stamped by stellar.

• **2 Quizzes:** 20%
  – 1 hour in class

• **Final project:** 40%
  – Groups of 3, single grade for the group
  – Initial proposal: 3-5 pages
  – Steady weekly progress
  – Final report & presentation
  – Overall technical merit
Assignments

• Turn in code AND executable
• We will watch code style
• Platform
  – Windows
  – Linux
• Collaboration policy:
  – You can chat, but code on your own
• No late policy
Project

• Groups of 3
• Brainstorming
  – Middle of the semester
• Proposal
• Weekly meeting with TAs
• Report & presentation
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• Iterated Function Systems (fractals)
IFS: self-similar fractals

• Described by a set of $n$ transformations $f_i$
  – Capture the self-similarity
  – Affine transformations
  – Contractions (reduce distances)

• An attractor is a fixed point

$$A = \bigcup f_i(A)$$
Example: Sierpinsky triangle

- 3 transforms
- Translation and scale by 0.5
Rendering

For a number of random input points \((x_0, y_0)\)

For \(j=0\) to big number

Pick transformation \(i\)

\((x_{k+1}, y_{k+1}) = f_i(x_k, y_k)\)

Display \((x_k, y_k)\)

• Probabilistic application of one transformation
Example: Sierpinsky triangle

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\begin{align*}
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\text{Display} &\ (x_k, y_k)
\end{align*}
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Other IFS

- The Dragon